

What is claimed is:

1. A method of playing a one player game of chance comprising the steps of:
  - providing a plurality of items that until selected by the one player define a set of non-selected items;
  - displaying indicia of a winning combination of items present within the plurality of items in advance of selection of any item of the plurality of items by the one player;
  - and
  - enabling the one player to select at least some of the plurality of items for inclusion in a set of selected items, wherein at least one other of the plurality of items remains within the set of non-selected items.
2. The method of playing a video game of chance as in claim 1 further comprising displaying the items within the selected and non-selected sets at an end of the game.
3. The method of playing a video game of chance as in claim 2 further comprising displaying the plurality of non-selected items in a first display area of the video game.
4. The method of playing a video game of chance as in claim 3 further comprising displaying the plurality of selected items in a second display area of the video game.
5. The method of playing a video game of chance as in claim 4 further comprising moving items from the first display area to the second display area as they are selected by the one player.

6. The method of playing a video game of chance as in claim 4 further comprising grouping the selected items in the second display area according to any winning combinations present within the selected items.

6. The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises displaying identifiers of the winning combination of items.

8. The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises displaying a name of the winning combination of items.

9. The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises displaying a prize value of the winning combination of items.

10. The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises displaying indicia of all possible winning combination of items.

11. The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises displaying names of all possible winning combination of items.

12. The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises displaying a name of only a relatively highest level winning combination of items.

13. The method of playing a video game of chance as in claim 1 wherein the step of displaying the indicia of the possible winning combination further comprises randomly selecting the winning combination from a plurality of winning combination within the selected items.

14. A video apparatus for playing a one player game of chance comprising:  
means for providing a plurality of items that until selected by the one player define a set of non-selected items;  
means for displaying indicia of a winning combination of items present within the plurality of items in advance of selection of any item of the plurality of items by the one player; and  
means for enabling the one player to select at least some of the plurality of items for inclusion in a set of selected items, wherein at least one other of the plurality of items remains within the set of non-selected items.

15. The apparatus for playing a video game of chance as in claim 14 further comprising means for displaying the items within the selected and non-selected sets at an end of the game.

16. The apparatus for playing a video game of chance as in claim 15 further comprising means for displaying the plurality of non-selected items in a first display area of the video game.

17. The apparatus for playing a video game of chance as in claim 16 further comprising means for displaying the plurality of selected items in a second display area of the video game.

18. The apparatus for playing a video game of chance as in claim 17 further comprising means for moving items from the first display area to the second display area as they are selected by the one player.

19. The apparatus for playing a video game of chance as in claim 17 further comprising means for grouping the selected items in the second display area according to any winning combinations present within the selected items.

20. The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the possible winning combination further comprises means for displaying identifiers of the winning combination of items.

21. The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the possible winning combination further comprises means for displaying a name of the winning combination of items.

22. The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the possible winning combination further comprises means for displaying a prize value of the winning combination of items.

23. The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the possible winning combination further comprises means for displaying indicia of all possible winning combination of items.

24. The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the possible winning combination further comprises means for displaying names of all possible winning combination of items.

25. The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the possible winning combination further comprises means for displaying a name of only a relatively highest level winning combination of items.

26. The apparatus for playing a video game of chance as in claim 14 wherein the means for displaying the indicia of the possible winning combination further comprises means for randomly selecting the winning combination from a plurality of winning combination within the selected items.

27. A video apparatus for playing a one player game of chance comprising:  
a first display area adapted to provide a plurality of items that until selected by the one player define a set of non-selected items;  
a second display area adapted to display indicia of a winning combination of items present within the plurality of items in advance of selection of any item of the plurality of items by the one player; and  
a user interface adapted to enable the one player to select at least some of the plurality of items for inclusion in a set of selected items, wherein at least one other of the plurality of items remains within the set of non-selected items.

28. The apparatus for playing a video game of chance as in claim 27 further comprising a central processing unit adapted to display the items within the selected and non-selected sets at an end of the game.

29. The apparatus for playing a video game of chance as in claim 27 further comprising a third display area adapted to display the plurality of selected items.

30. The apparatus for playing a video game of chance as in claim 14 wherein the second display area further comprises a winning criteria adapted to identify winning combination within the plurality of non-selected items.